

1

Health & Safety



2

Controls

Health and Safety Information

IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, then tap Open and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Nintendo 3DS Operations Manual, including the Health and Safety Information section, before using Nintendo 3DS™ software.

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

For help, visit:
SUPPORT.NINTENDO.COM

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

Software Rating



For more information,
please visit www.esrb.org.

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CTR-TAGE-USZ

2 Controls

Move	⬆
Hit walls, etc.	(A)/(B)
Select phase	(A)/(B) (Player 1 only)
Select option	SELECT (Player 1 only)
Confirm selection	START (Player 1 only)
Pause	START (Player 1 only)
Return to title screen	SELECT (Player 1 only)

Switch Player Controls

In a two-player game, hold down **L+R** and press **Y** to switch between Player 1 and Player 2 controls.

- Player 1 and Player 2 cannot be controlled at the same time.
- In a single-player game, you will not be able to control Player 2. Be sure that Player 1 controls are selected.

Sleep Mode

Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

Using the Design Mode Menu

You can access the design screen by selecting Design on the title screen.

- **You cannot select Save or Load. When you switch off the power, you will lose the stage you have created.**

Menu navigation	⬆/SELECT (Player 1 only)
Confirm selection	START (Player 1 only)
Select phase	(A) (Player 1 only)

Create Stage

To select the phase for your created stage, select Design on the design screen and press **(A)** to choose your phase. Press **START** to confirm your selection.

Move cursor	⬆ (Player 1 only)
Select character	(A)/(B) (Player 1 only)
Enter stage name	START (Player 1 only)
Return stage to default design	Press (A)+(B) at the same time (Player 2 only)
Delete all objects	Press ⬆+(A) at the same time (Player 2 only)
Fill stage with object	⬆+(A)/⬆+(B) (Player 2 only)
Return to Design menu	SELECT (Player 1 only)

Selecting Your Created Stage

After designing your stage, return to the Design menu, select your phase number and either 1Player Game or 2Player Game to play it.

You cannot play unclearable stages, such as stages with no walls.

Copying and Editing Stages

① On the title screen, select the number of the phase you wish to copy.

② Select Design to open the design menu.

③ Select one of the four phase stages to copy into, and select Design.

④ On the stage-design stage, switch to Player 2.

⑤ Press ⬆+(B) together to display the copied stage.

⑥ Switch back to Player 1 to begin editing the stage.